What is claimed is:

1. An animation creating/editing apparatus, comprising:

5   a three-dimensional model storing unit storing an object configuring an image of an animation as three-dimensional model information; and

an operation instruction editing unit creating/editing an animation by generating/editing an

10 operation instruction sequence configured by an object operation instruction and an eye point operation instruction, which are operation instructions for the object.

15   2. The animation creating/editing apparatus according to claim 1, further comprising:

an interference detecting unit detecting an occurrence of interference between objects, which is caused by executing the object operation instruction;

20 and

an interference avoiding unit generating an object operation instruction to avoid the interference, if the occurrence of the interference is detected by said interference detecting unit.

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3.   The animation creating/editing apparatus according to claim 1, further comprising:

a discontinuity detecting unit detecting an occurrence of discontinuous scenes, which is caused by
5   executing the eye point operation instruction or the object operation instruction; and

a complementary instruction generating unit generating an object operation instruction or an eye point operation instruction to generate a scene which
10   complements between the discontinuous scenes, if the occurrence of the discontinuous scenes is detected by said discontinuity detecting unit.

4.   The animation creating/editing apparatus
15   according to claim 1, wherein:

the three-dimensional model information holds a constraint condition between objects; and

a constraint detecting unit detecting an object operation instruction which violates the constraint
20   condition as an error is further comprised.

5.   The animation creating/editing apparatus according to claim 1, further comprising:

an editing rule storing unit storing editing rules
25   to be observed when an object operation instruction is

inserted/deleted/moved in/from/within the operation
instruction sequence, when an animation is edited; and

an operation instruction editing unit referencing
the editing rules, and preventing/avoiding an operation

5   if the operation for inserting/deleting/moving an
object operation instruction which violates the editing
rules in/from/within the operation instruction
sequence is performed.

10   6.   A program for causing a computer to execute
a process, the process comprising:

storing an object configuring an image of an
animation as three-dimensional model information in a
first storing unit; and

15   creating/editing an animation by
generating/editing an operation instruction sequence
configured by an object operation instruction and an
eye point operation instruction, which are operation
instructions for the object.

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       7.   The program according to claim 6, the
process further comprising:

detecting an occurrence of interference between
objects, which is caused by executing the object

25   operation instruction; and

generating an object operation instruction to avoid the interference, if the occurrence of the interference is detected.

5   8.   The program according to claim 6, the process further comprising:

detecting an occurrence of discontinuous scenes, which is caused by executing the eye point operation instruction or the object operation instruction; and

10   generating an object operation instruction or an eye point operation instruction to generate a scene which complements between the discontinuous scenes, if the occurrence of the discontinuous scenes is detected.

15   9.   The program according to claim 6, the process further comprising:

holding a constraint condition between objects in the three-dimentional model inofmration; and

detecting an object operation instruction which

20 violates the constraint condition as an error.

10.   The program according to claim 6, the process further comprising:

storing, in a second storing unit, editing rules

25 to be observed when an object operation instruction is

inserted/deleted/moved in/from/within the operation instruction sequence, when an animation is edited; and

referencing the editing rules, and preventing/avoiding an operation if the operation for

5 inserting/deleting/moving an object operation instruction which violates the editing rules in/from/within the operation instruction sequence is performed.

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